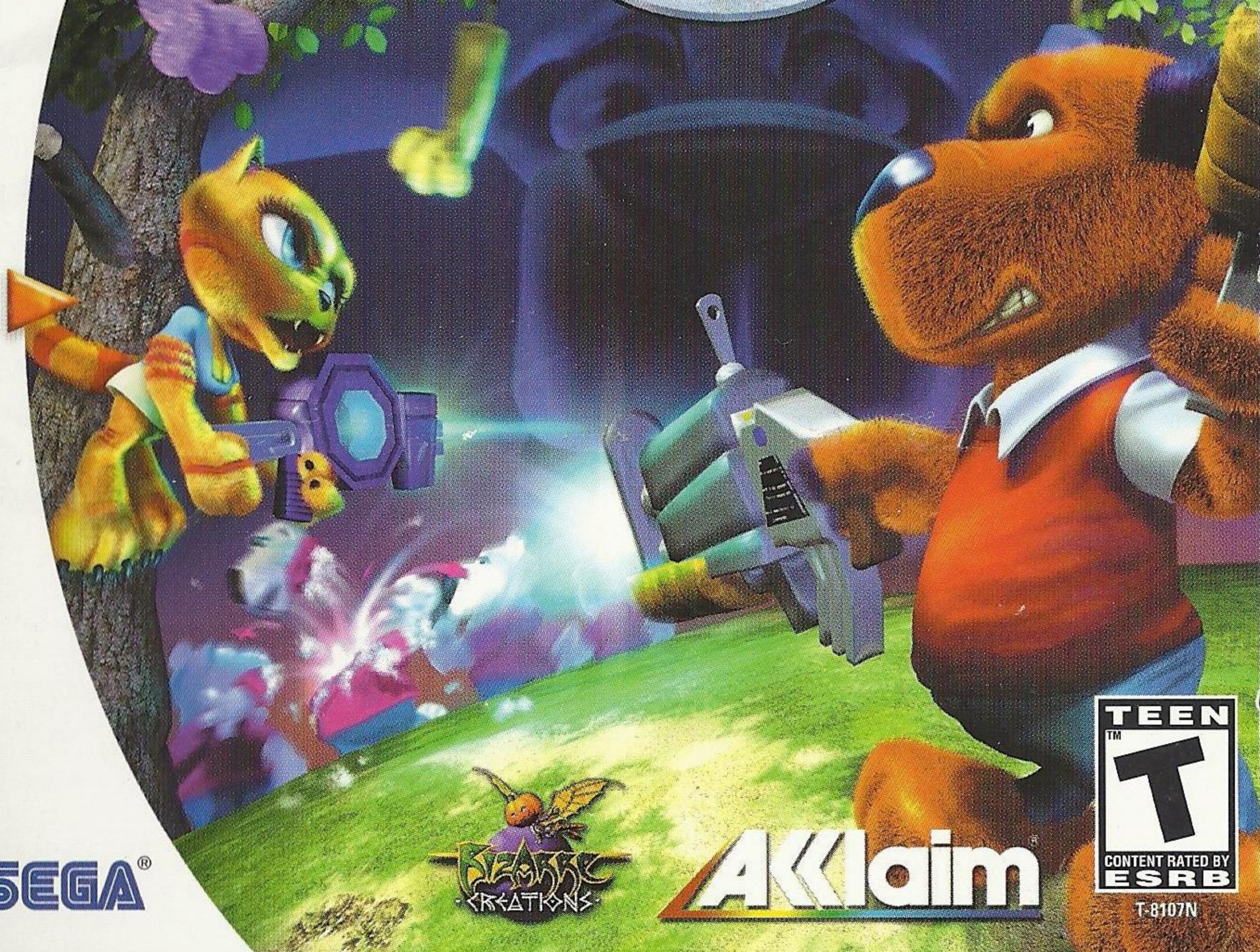


FUR FIGHTERS™



SEGA®

BEAST
CREATIONS

AKKlaim®

TEEN
TM
T
CONTENT RATED BY
ESRB

T-8107N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

A small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.

Do not play if you are tired or have not had much sleep.

Make sure that the room in which you are playing has all the lights on and is well lit.

Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

Before removing disc, be sure it has stopped spinning.

The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.

Do not allow fingerprints or dirt on either side of the disc.

Avoid bending the disc. Do not touch, smudge or scratch its surface.

Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.

Do not write on or apply anything to either side of the disc.

Store the disc in its original case and do not expose it to high temperature and humidity.

Do not leave the disc in direct sunlight or near a radiator or other source of heat.

Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

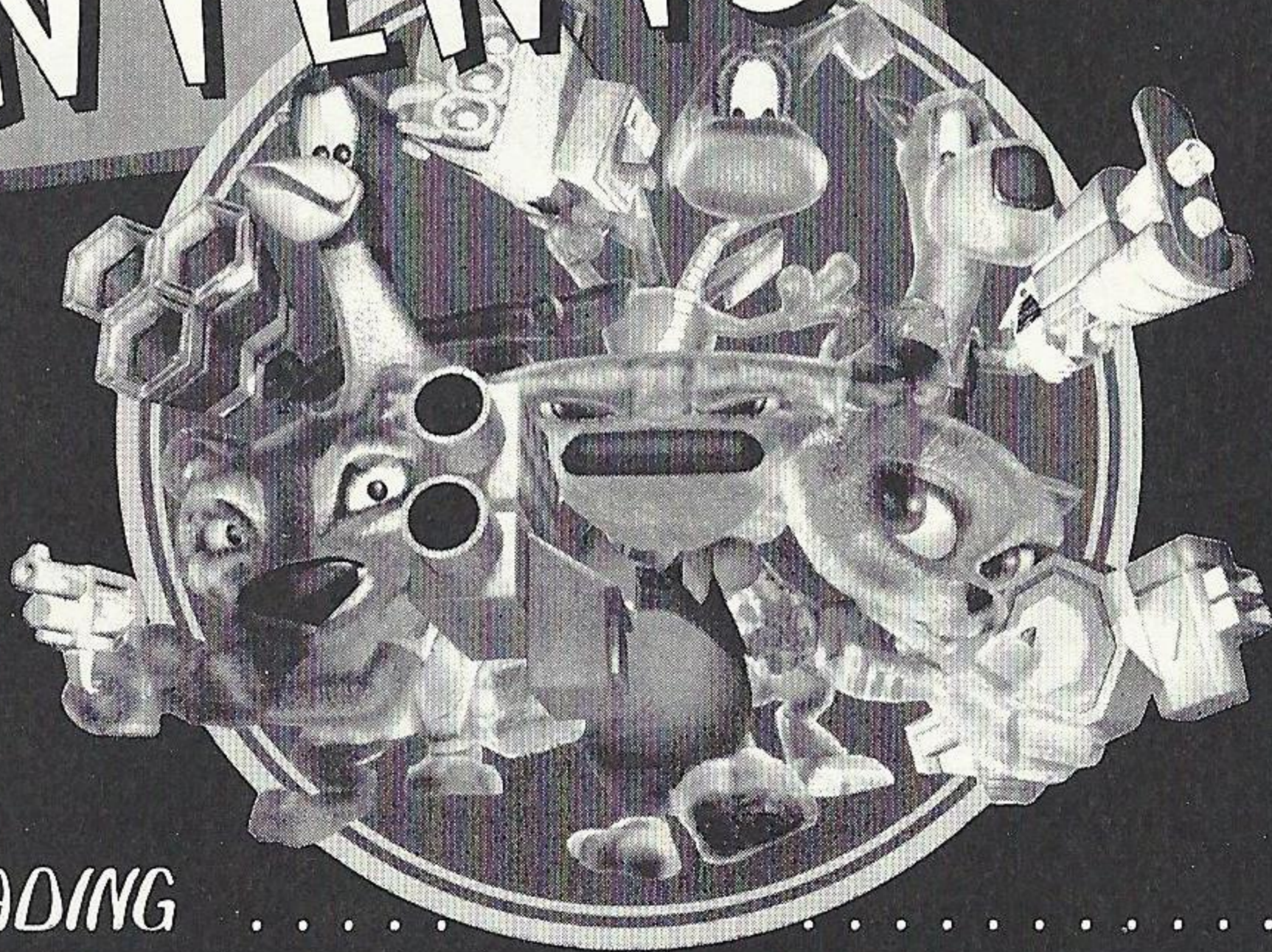
PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CONTENTS



LOADING	2
INTRODUCTION	4
GETTING STARTED	5
BIOS	9
LET THE FUR FLY!	15
WEAPONS	24
FLUFFMATCH	26
HINTS & TIPS	27

LOADING

1. Insert your Fur Fighters Sega Dreamcast™ Specific Disc into your Sega Dreamcast console.
2. Plug your Sega Dreamcast Controller into Controller Port A.

Note: Fur Fighters is a 1 to 4 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

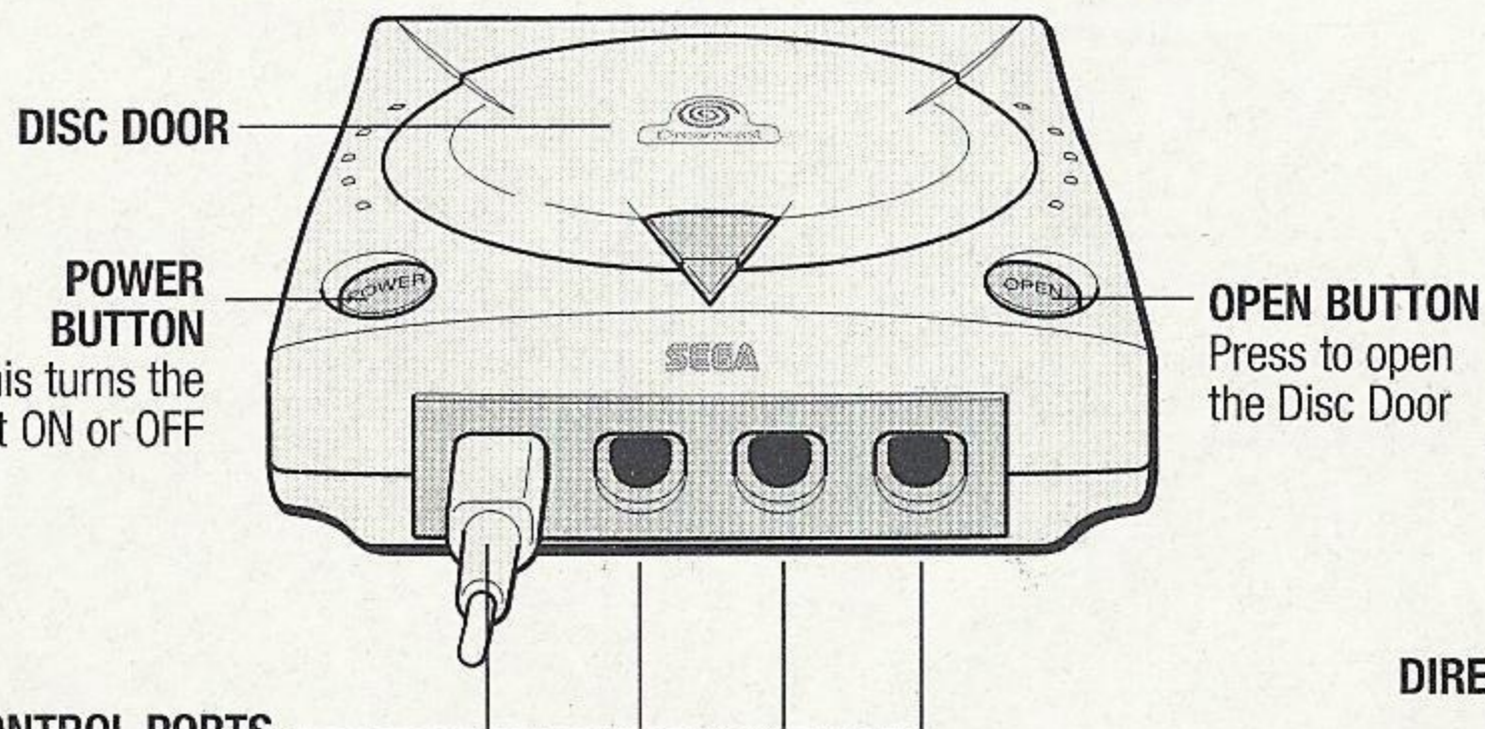
3. Switch on the power to your Sega Dreamcast Unit.
4. Please insert your VMU into Controller A, Slot 1 if you wish to load or save game data. Each saved game requires 51 blocks of memory. If you do not have a VMU or it does not have adequate blocks to save the game data, you will be alerted but may continue playing. While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

*Purchase additional controllers (sold separately) to play with two or more people.

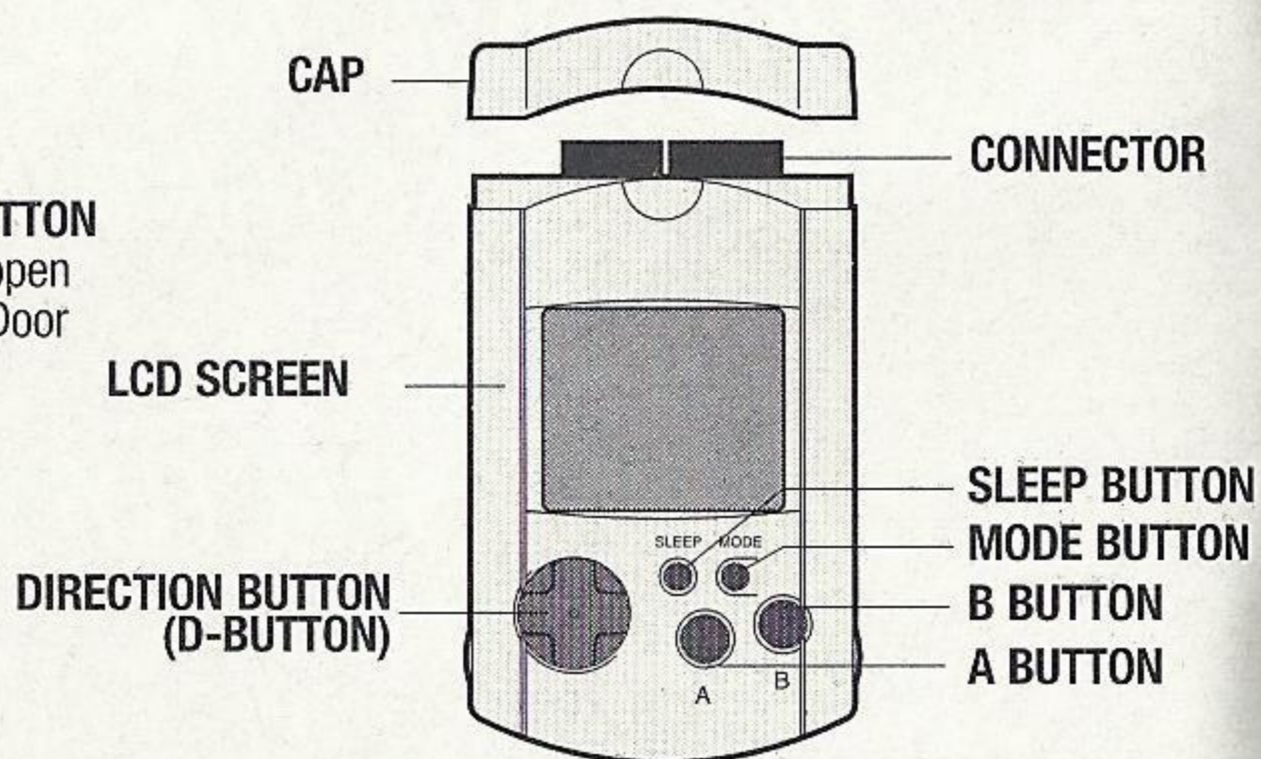
For all controllers, to return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Operation with incompatible controllers is not guaranteed.

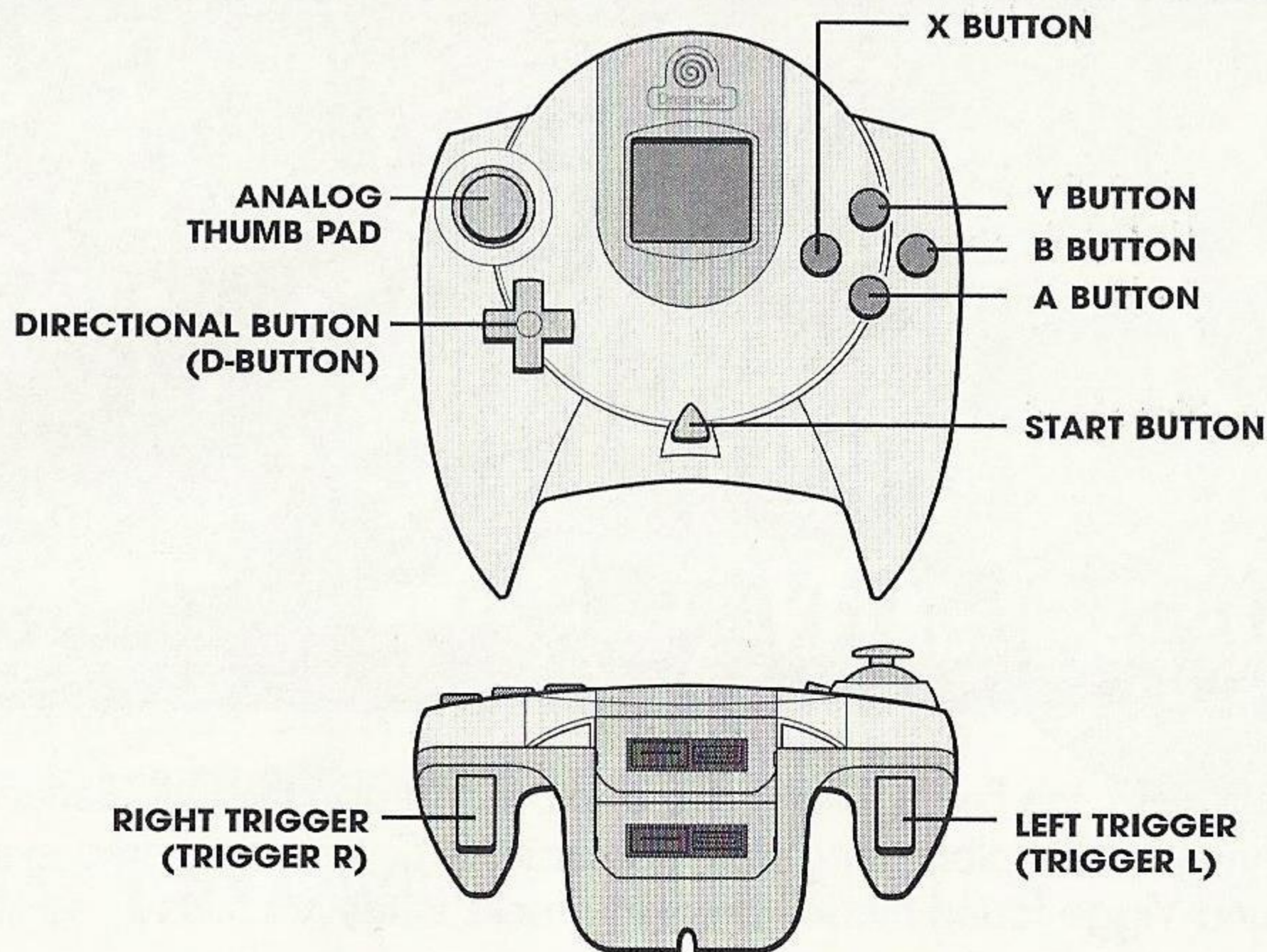
SEGA DREAMCAST HARDWARE UNIT



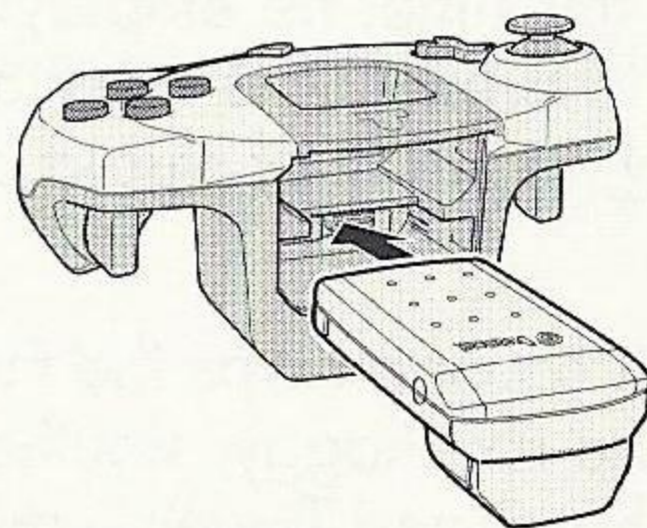
VISUAL MEMORY UNIT (VMU)



Never disconnect the VMU / VMs while performing a battle or exchanging data when connected to another VMU/VM. Also note that leaving two VMU / VMs connected for a long period of time will considerably shorten the life of the batteries.



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



When the Jump Pack / Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack / Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

INTRODUCTION



Many years ago, the Fur Fighters were deployed to stop the evil General Viggo from carrying out his plans for global domination. Good conquered evil (of course!) and Viggo found himself breaking rocks in the hot sun.

With their greatest foe behind bars, the Fur Fighters retired to a peaceful seaside village to relax and raise their children. But General Viggo did more than whittle soap guns in the Big House! He was scheming to take over the world again but, this time, he employed the mighty resources of Viggo Industries. In order to prevent the Fur Fighters from stopping him again, General Viggo and his army of stupid bears have kidnapped our heroes' families!

What General Viggo didn't count on was the Fur Fighters' fury, furtiveness and skill with firearms! These six shaggy, stouthearted soldiers - Roofus, Juliette, Bungalow, Rico, Chang and Tweek - must combine their individual skills and their semi-functional telepoints, in their quest to find their families and defeat General Viggo once and fur all!

GETTING STARTED

MENUS

All the menus can be navigated using the **ANALOG THUMB PAD** or **DIRECTIONAL BUTTON** to scroll between menu items and the **A BUTTON** or **START BUTTON** (confirm) and **B BUTTON** (back).

OPTIONS

Prior to starting your Fur Fighters adventure, you can adjust the following options to your liking.

VISUAL OPTIONS

Widescreen When ON, Fur Fighters can be played in a widescreen, letter-boxed mode. Choose OFF for a normal view. Widescreen not available in 3 or 4 player Fluffmatch.

Screen Offset Choose this option to position the Fur Fighter action on your TV.

Cheat Menu Go here to use any cheats you've gained during gameplay!

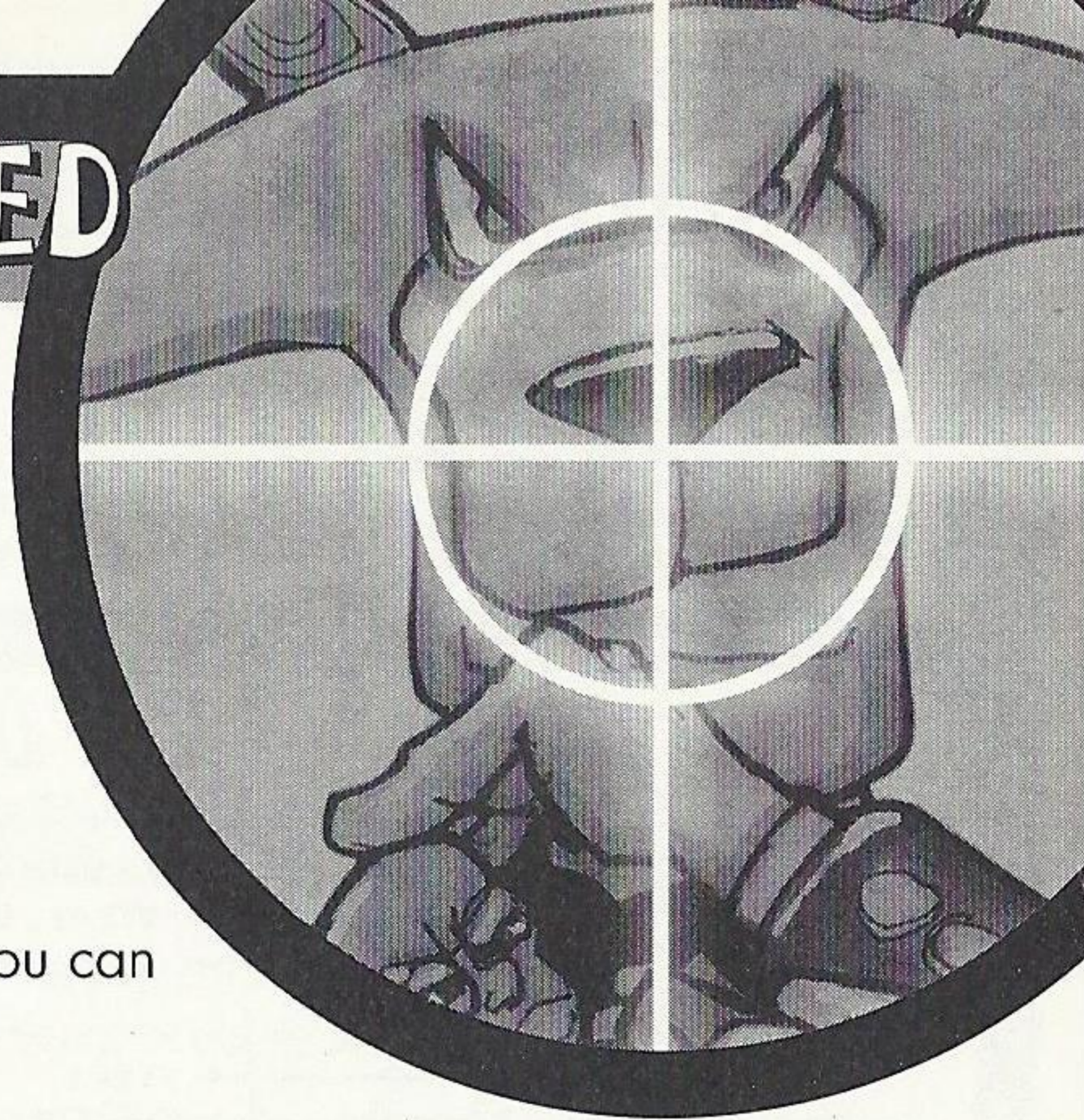
Internet Visit the Furfighters website. You must be registered with Planet Web to use the web browser.

SOUND OPTIONS

Speakers Toggle between Stereo/Mono sound options.

SFX Volume Use the slider to adjust/turn off the sound effects volume.

Music Volume Use the slider to adjust/turn off the music volume.



CONTROLLER OPTIONS

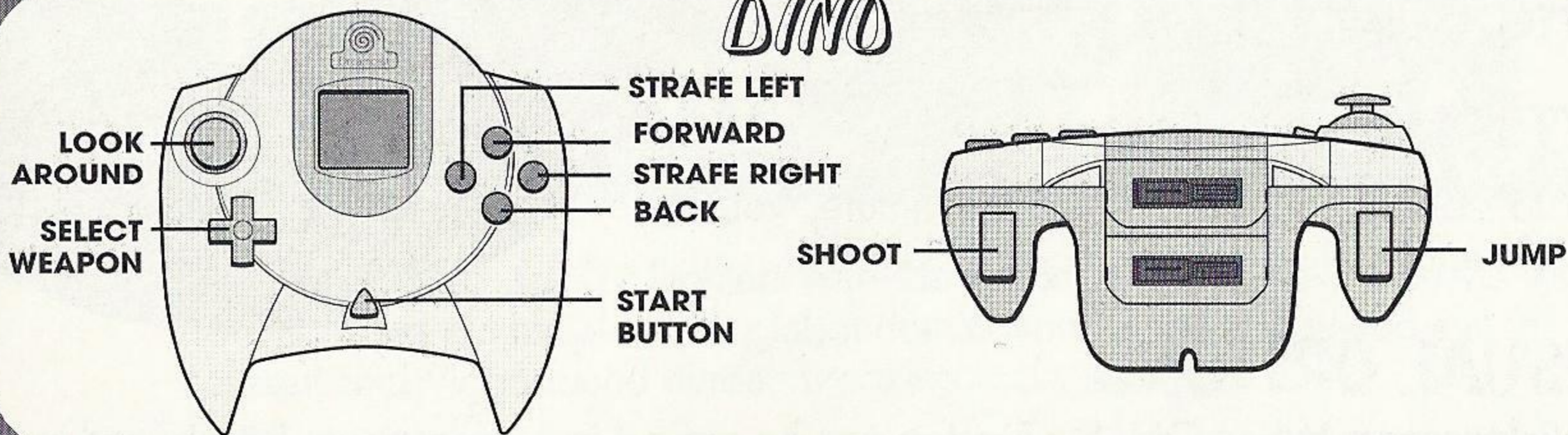
Player 1-4 This option allows you to select the controller you are changing the configuration for.

Vibration Toggle this ON or OFF to take advantage of your Sega Dreamcast Jump Pack.

Configuration Select from the following controller configurations:

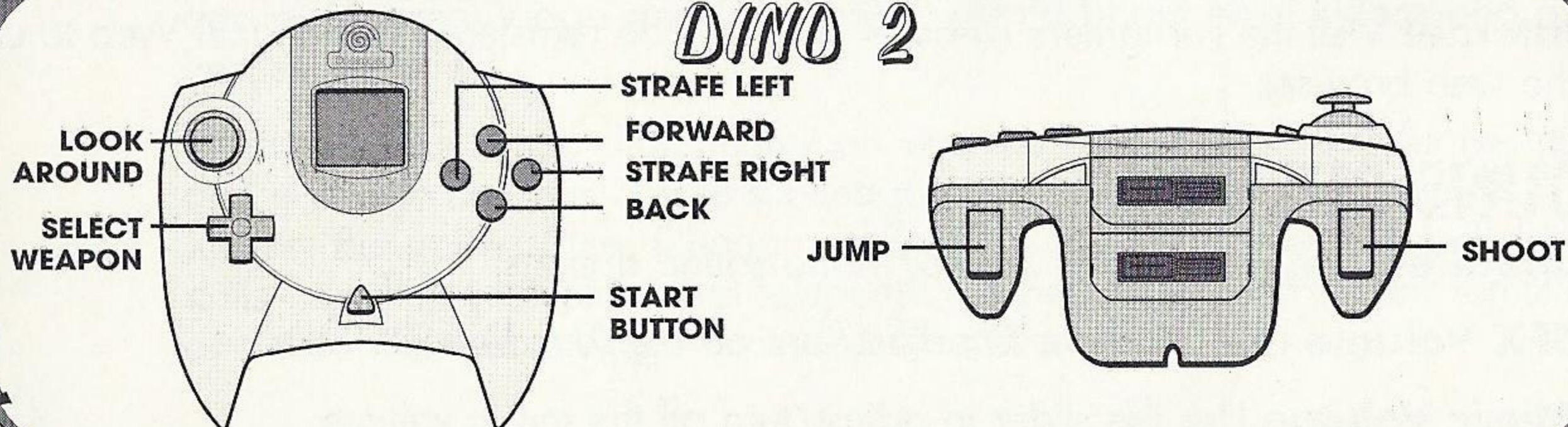
NOTE: DINO is the default configuration for Fur Fighters.

DINO

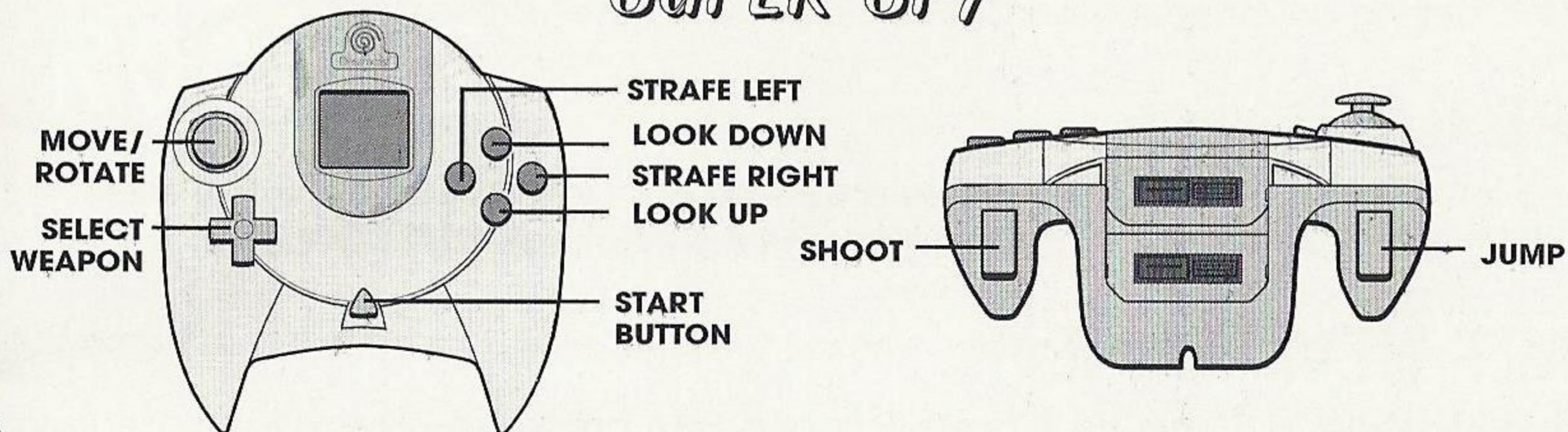


Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

DINO 2



SUPER SPY



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

SUPER SPY 2



FLUFFMATCH

Beat the stuffing out of your friends in exciting multiplayer arenas!

LOAD GAME

This option allows you to load a previously saved Fur Fighters game. Simply select the game file you want to load from your VMU and press the **A BUTTON**.

START NEW GAME

Select a character to begin your quest with and then proceed to The Village. Here you can choose an area to begin your quest and sharpen your skills at the Undermill Training Center.

CHARACTER SELECT



Move your cursor to the character you wish to play as and press the **A BUTTON**. Each Fur Fighter has a special skill that he or she can use to gain access to areas that the other Fur Fighters cannot reach.

NOTE: You will start the game with your selected character. However, since each Fur Fighter has unique abilities, you will need to change characters at times during gameplay.

BIOS

ROOFUS

The oldest of the Fur Fighters, this tough hound has dependability stamped all over him. Raised in the brutal inner city kennels of Glasgow, he joined the army to escape the slums as much as to fight. He was a natural soldier and won many medals but shunned all offers of promotion. As the most experienced fighter, Roofus leads the Fur Fighters, steeling himself for one last battle to help save his family.



Species: Hound

Special Skill: Burrowing

CHANG

Chang was born into a rich family in rural Hong Kong and raised in the bright lights of the country's southern boom cities. When the war started, he horrified his kin by choosing to become a common foot soldier. His encyclopedic knowledge of science and strategy combined with his natural agility and cunning, make him one of the Fur Fighters' best weapons.



Species: Firefox

Special Skill:

Squeezing through holes

JULIETTE

Beautiful and athletic, Juliette is a supreme warrior. She can be temperamental, stubborn and selfish with an annoying tendency not to listen to others. When frustrated, she becomes tempted to go it alone but, with persuasion, she'll stick with the team.

A close-up, black and white photograph of a pussycat's face. The cat has its eyes closed and a determined expression, with its mouth slightly open showing its teeth. Its right paw is clenched into a fist, resting near its mouth. The background is a dark, textured surface.

Species: Pussycat
Special Skill: Climbing

RICO

Raised among the huge penguin communities of southern Argentina, this idealistic bird always craved more than his mundane life of fishing and dodging orcas. He set forth in search of his dream and stumbled on the Fur Fighters who have helped him to hone his talents. Rico is somewhat overconfident and prone to daydreaming. He isn't quite the hero he imagines himself to be, but there's no one more skilled in the water.



Species: Rockhopper Penguin

Special Skill: Swimming

BUNGALOW

Bungalow is a fully-grown male Kangaroo and best friend to Roofus the hound. Slow and easygoing, this massive antipode has a lot more muscle than sense. He is happiest when taking orders from others—usually Roofus or his domineering wife!



Species: Kangaroo

Special Skill: High jumping

TWEEK

Tweek is less than a day old. The last of his mother's eggs to hatch, he only spent a few precious minutes with her and his siblings before General Viggo stole them away. Although he is the largest and slowest of his brothers and sisters, he knows he must fight to get them back. Clumsy and nervous, he finds his new world scary and fascinating. Luckily, he can rely on his instinctive knowledge of firearms and the other Fur Fighters looking out for him.



Species: Dragon

Special Skill: Gliding

From: _____

Check here if this is a

***** INDICATES AN YOUNG ISSUE!

- | | | |
|--|--|--|
| 13-1 <input type="checkbox"/> Boys' Life | 13-9 <input type="checkbox"/> Incite | 13-18 <input type="checkbox"/> Q64 |
| 13-2 <input type="checkbox"/> Computer
Gaming World | 13-10 <input type="checkbox"/> Marvel Comics | 13-19 <input type="checkbox"/> Rolling Stone |
| 13-3 <input type="checkbox"/> DC Comics | 13-11 <input type="checkbox"/> Maxim | 13-20 <input type="checkbox"/> Slam |
| 13-4 <input type="checkbox"/> Electronic
Gaming Monthly | 13-12 <input type="checkbox"/> NEXT Generation | 13-21 <input type="checkbox"/> The Source |
| 13-5 <input type="checkbox"/> Expert Gamer | 13-13 <input type="checkbox"/> Nintendo Power | 13-22 <input type="checkbox"/> Spin |
| 13-6 <input type="checkbox"/> Game Informer | 13-14 <input type="checkbox"/> Official Sega
Dreamcast Magazine | 13-23 <input type="checkbox"/> Sports Illustrated |
| 13-7 <input type="checkbox"/> Game Pro | 13-15 <input type="checkbox"/> PC Gamer | 13-24 <input type="checkbox"/> S.I. for Kids |
| | 13-16 <input type="checkbox"/> PS Extreme | 13-21 <input type="checkbox"/> Unofficial Sega
Dreamcast Magazine |

FIRST
CLASS
POSTAGE
HERE

new address.

WARRANTY REGISTRATION
ACCLAIM ENTERTAINMENT INC
ONE ACCLAIM PLAZA
GLEN COVE NY 11542-9007

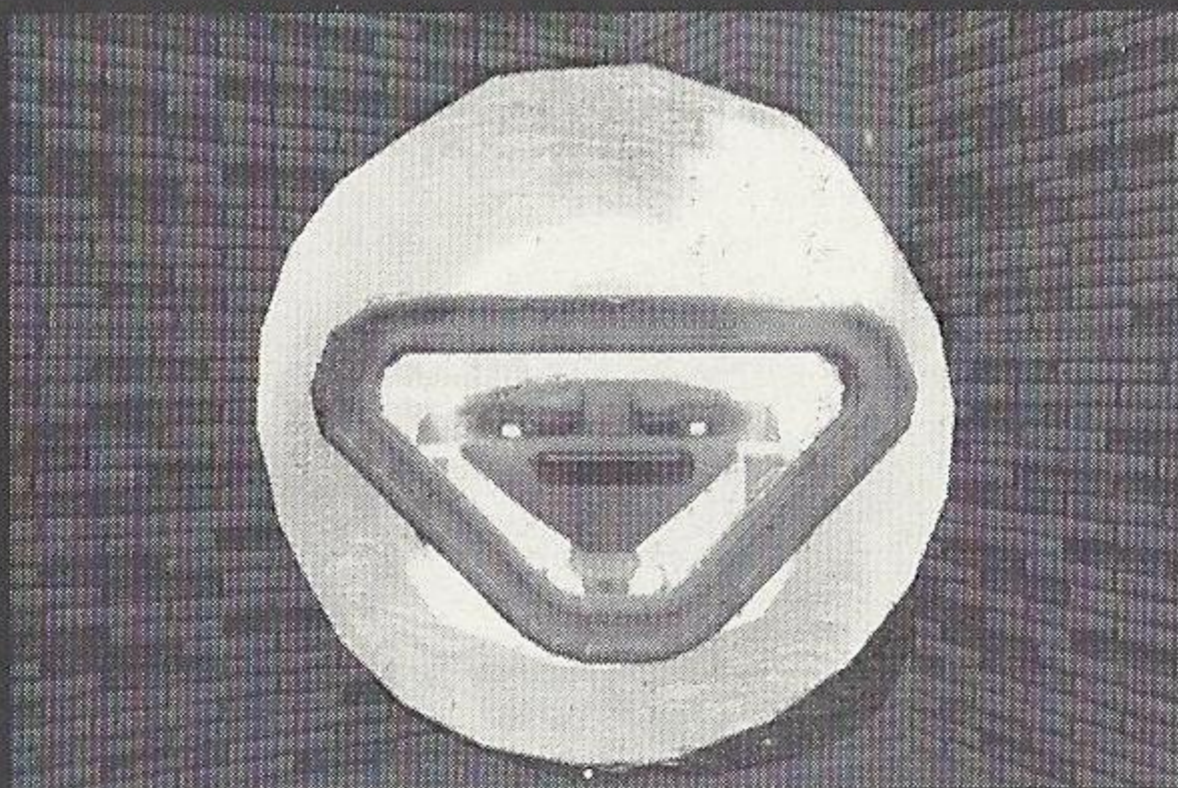
**FILL OUT
AND WIN!**

see back for details



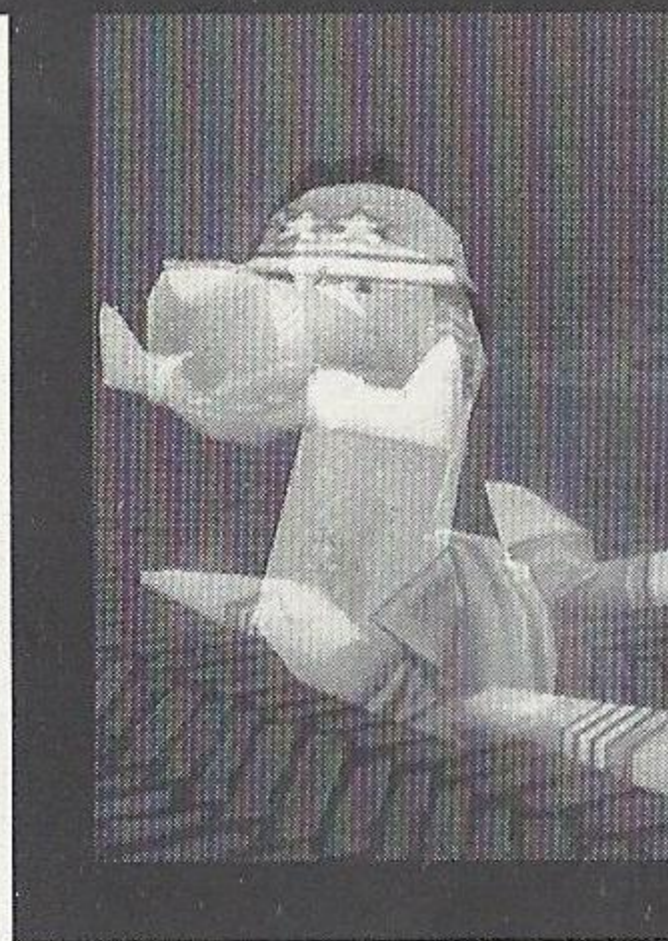
CHANGING CHARACTERS

In order to change characters, you must find one of the many Telepoints in the level. These are green globes with the face of the character you can change to inside it. If that isn't the character you require, then you have to find another globe!



LET THE FUR FLY!

In your daring quest to conquer General Viggo, you'll travel to strange worlds and battle even stranger enemies. So, you'll need your wits! Remember, this is a game of brains as well as brawn. But you won't have to go it alone. Friends like General Bristol and Sergeant Sternhauser will keep you fit and informed! When you start your journey, be sure to pay a visit to Sgt. Sternhauser, the Fur Fighters' old drill instructor, at the Undermill Training Facility located in The Village. He'll teach you all the skills you need to take on an army (even if they are an army of bears)! After you've completed your training and have thoroughly investigated The Village, be sure to go straight to the subway station. Ride the rails to New Quack City but be sure to stop at the statue of Gen. Bristol for some other worldly advice!



HUBS

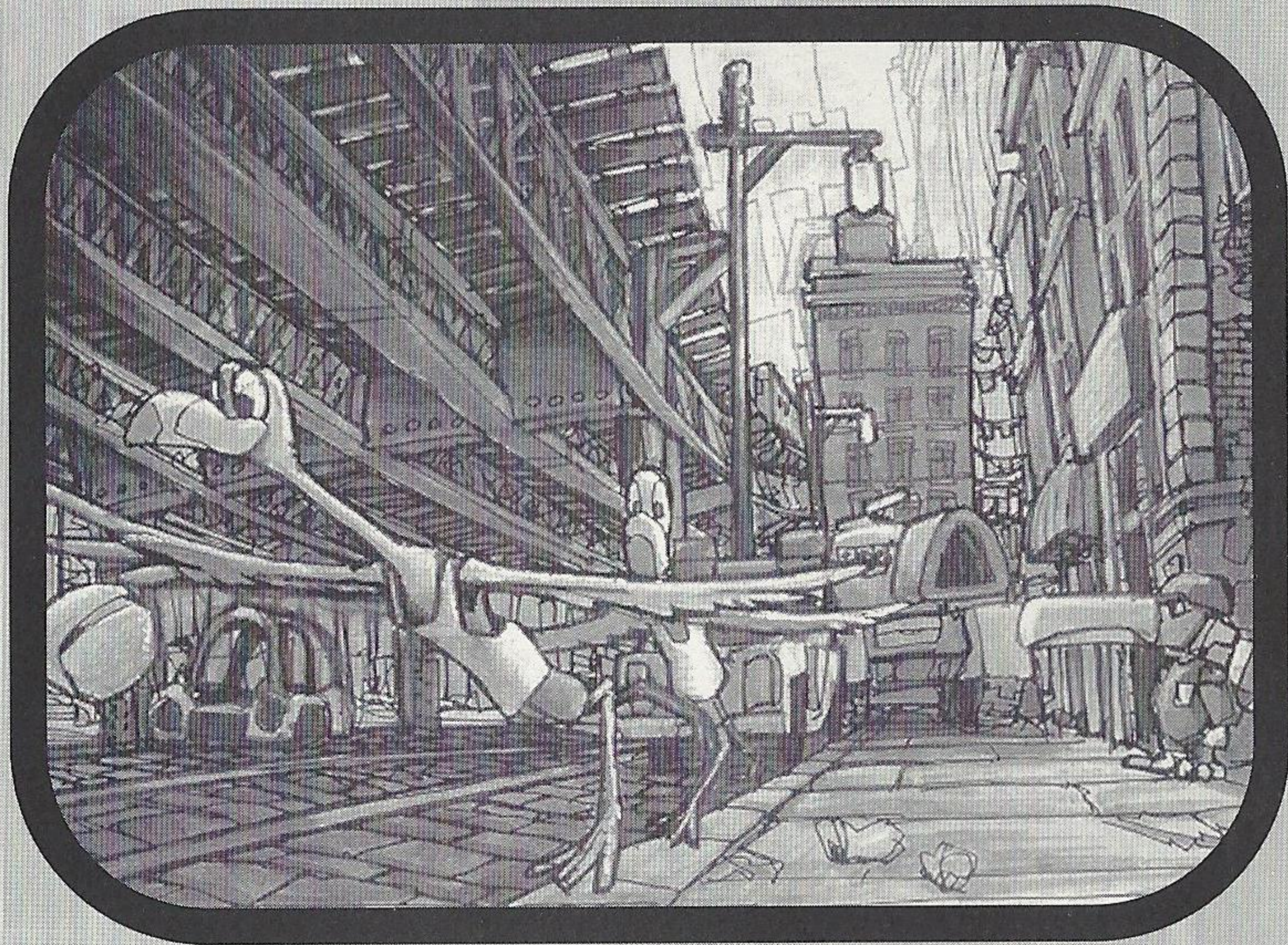
Each uniquely themed hub – of which there are six – is entered via a path from The Village. Each hub contains the entrances to the levels and Boss arenas. After completing the training level or defeating a Boss, the key to access another hub will be given to you.

THE VILLAGE



Your quest begins in The Village. The Village is a home base from which the Fur Fighters can enter one of the other hubs. Each Fur Fighter has a home in The Village to which their children, siblings, etc. will return once they are rescued. After you've heroically saved a few children, return to The Village and they'll teach you how to play with the toys in your house! Don't forget to beef up your skills at the Undermill Training Facility before you begin your journey!

NEW QUACK CITY



From The Village, you must catch the subway to New Quack City. This gleaming metropolis is an urban aviary. Its bright lights and loud noises are a far cry from the tranquillity of your home Village.

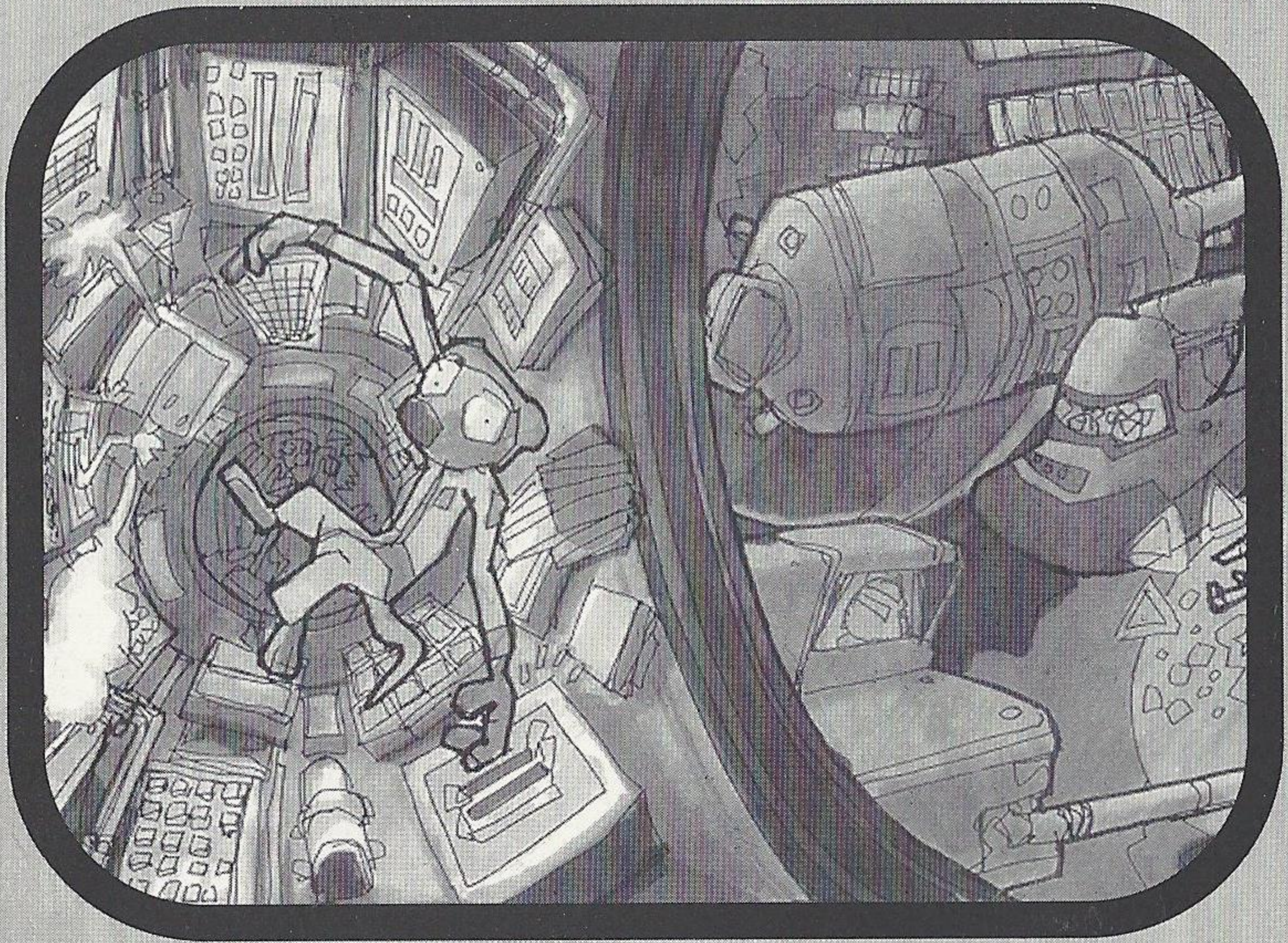
BEAVER DAM



This massive construction is the fruit of beaver civil engineering. Though they are masters of construction, these semi-aquatic mammals are woefully timid and really bad at balancing a checkbook.

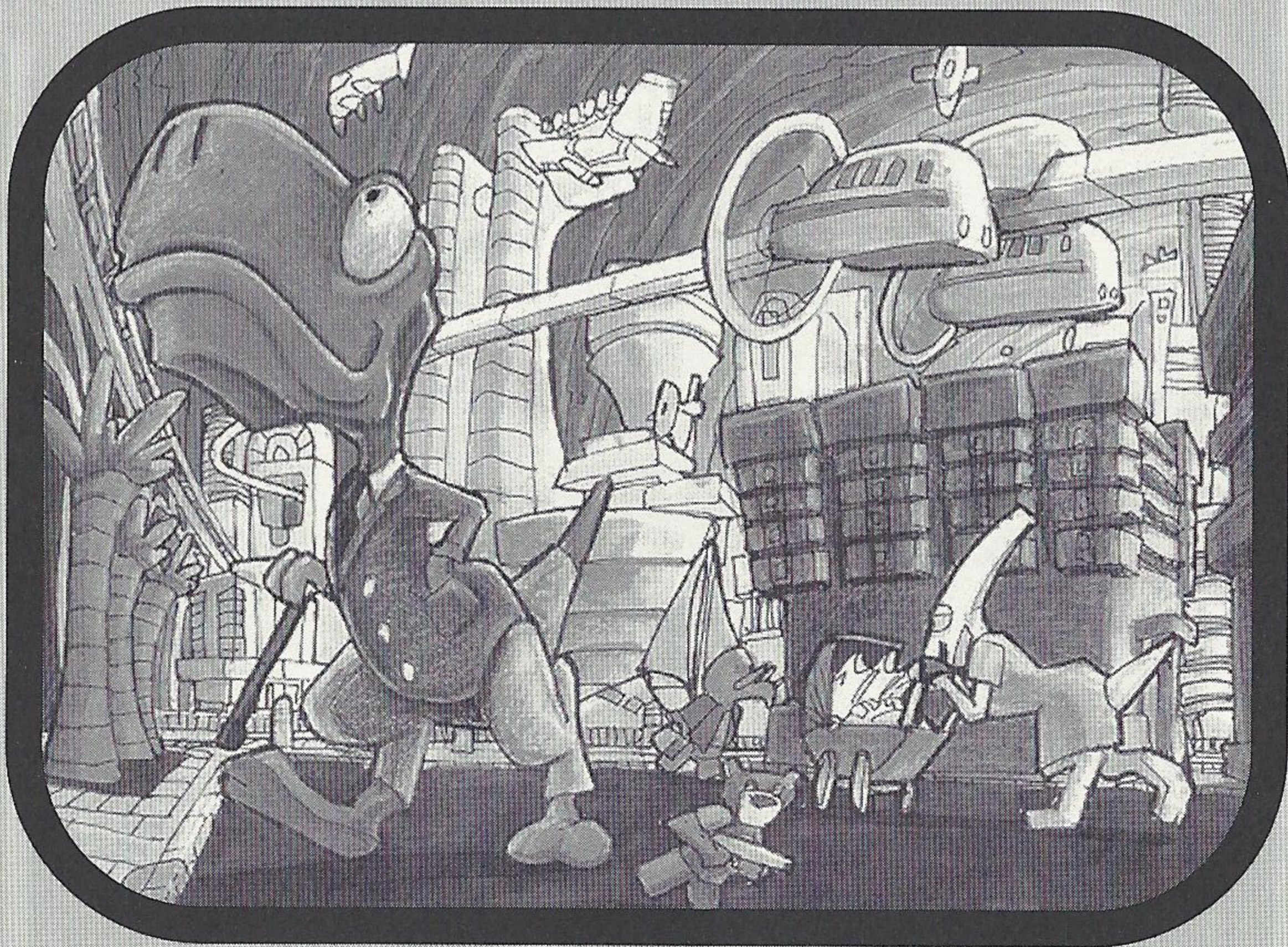
CAPE CANARDO

HUBS



General Viggo is reaching his claws into outer space! He surely would have penetrated the outer atmosphere by now if not for the bumbling incompetence of the lame ducks that run the Cape.

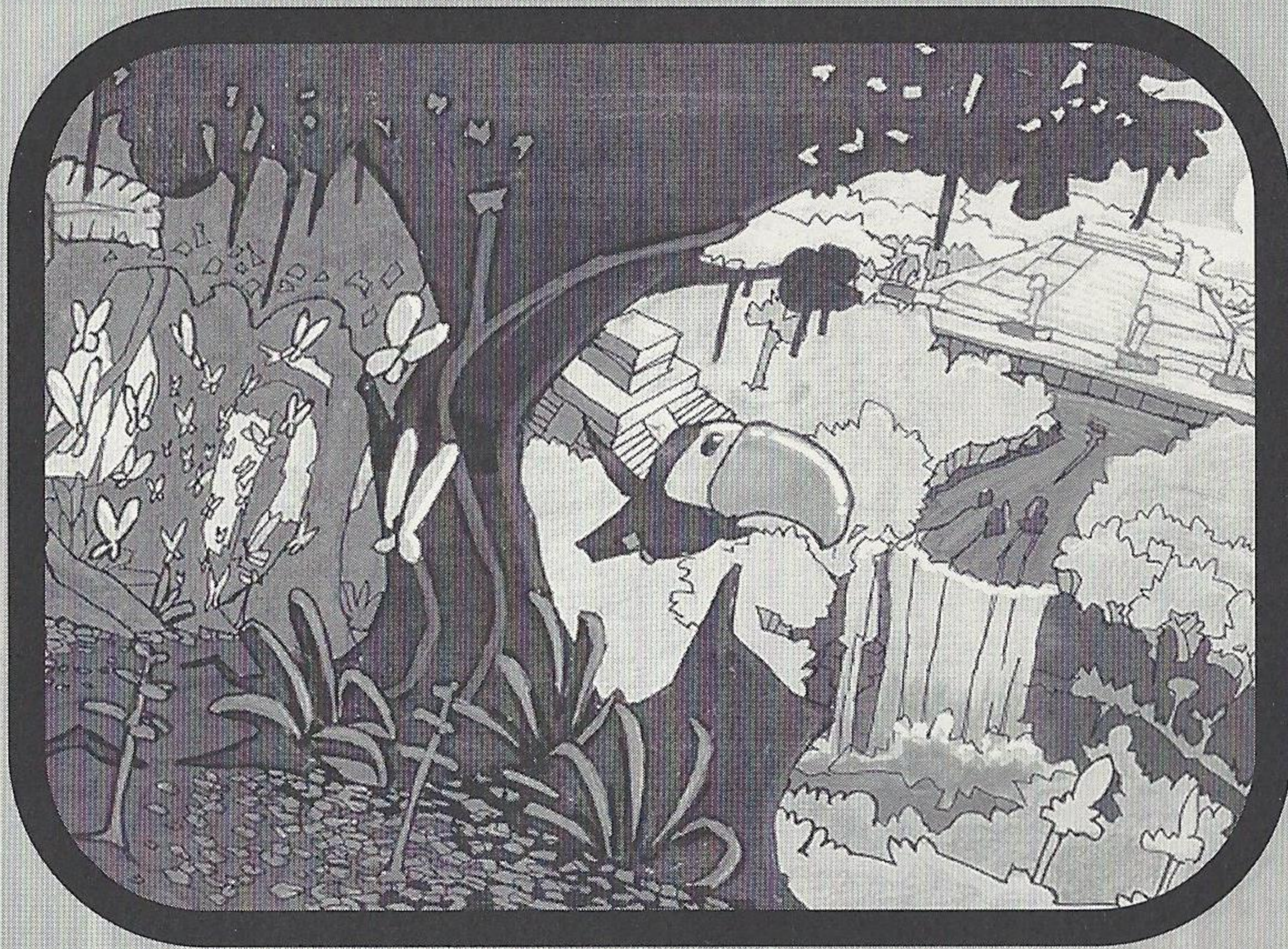
DINOTOPOLIS



This civilization of middle-class dinosaurs was, until very recently, undiscovered. Now General Viggo spends his free time spying on these Mesozoic monstrosities, hoping to discover the secret to their advanced lifestyle and technology.

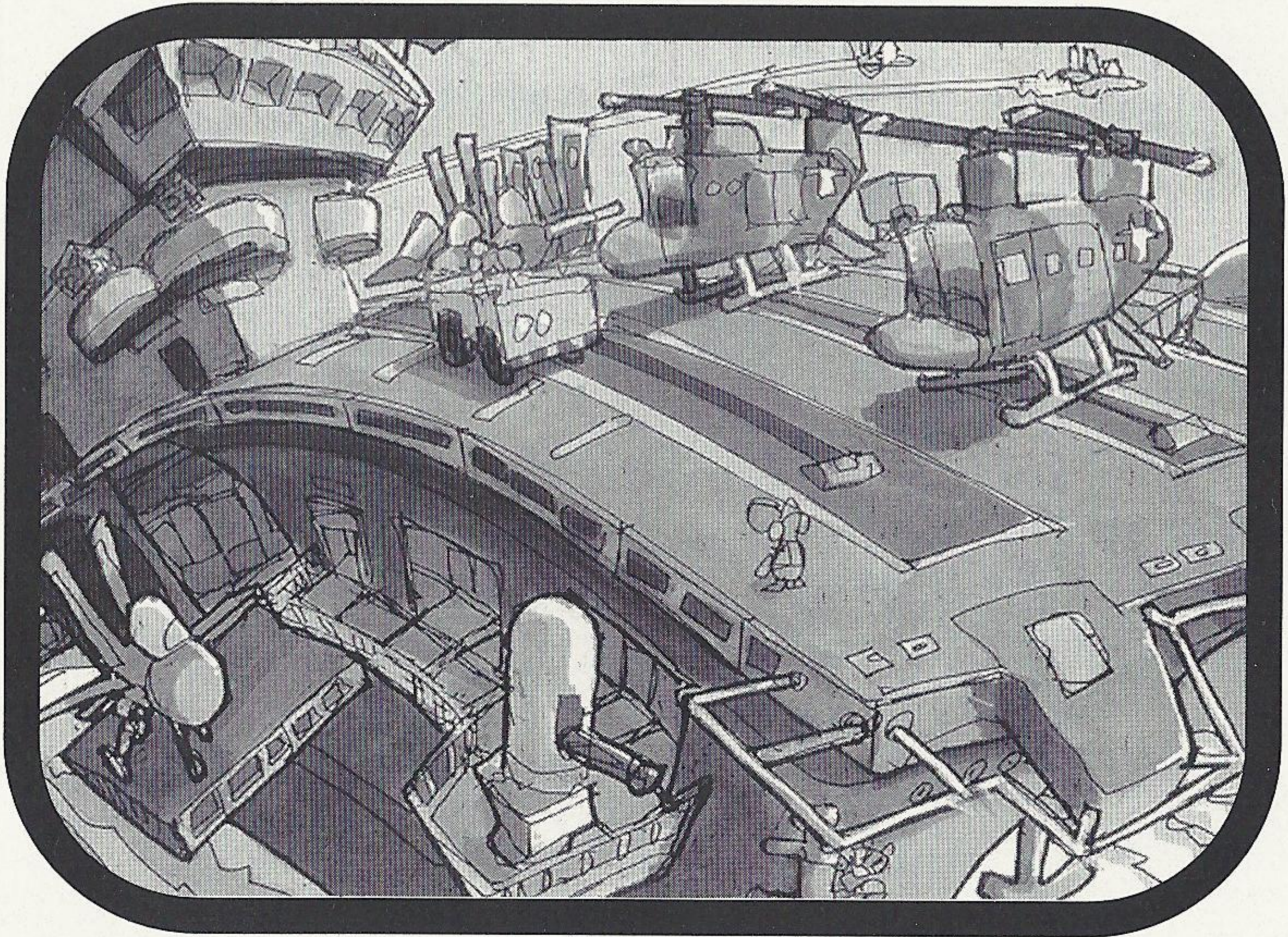
ANATAT TATANATAT

HUBS



Deep in the heart of the jungle, Anatat Tatanatat Kingdom was untouched by modern man...er, cat for centuries. When General Viggo discovered its primordial mysticism, he knew he'd found the location to open a portal from the Place Where All Bad Bears Go and raise an army of undead bears who would obey his every command!

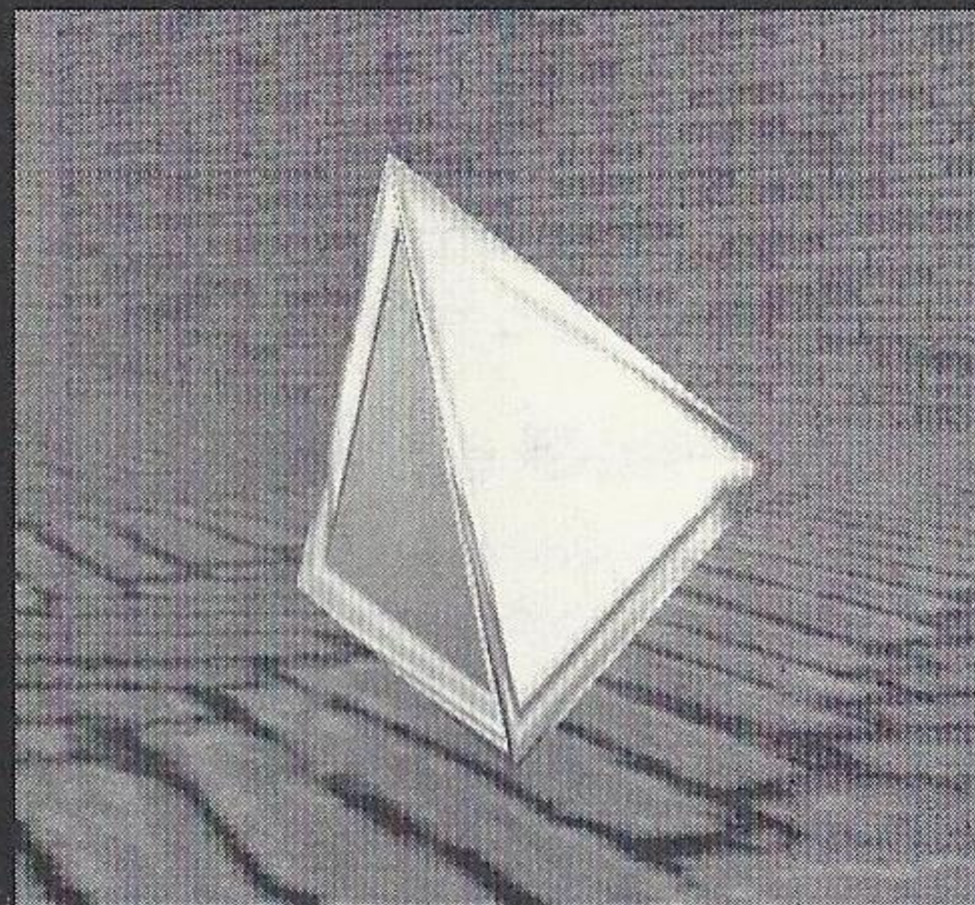
VIGGO A-GO-GO



Like all omnipotent overlords, Viggo has his seat of power. Onboard his impenetrable floating fortress is where the Fur Fighters must face their indomitable foe. Hold on to your pelt as you board Viggo's mighty aircraft carrier for the final showdown!

TOKENS

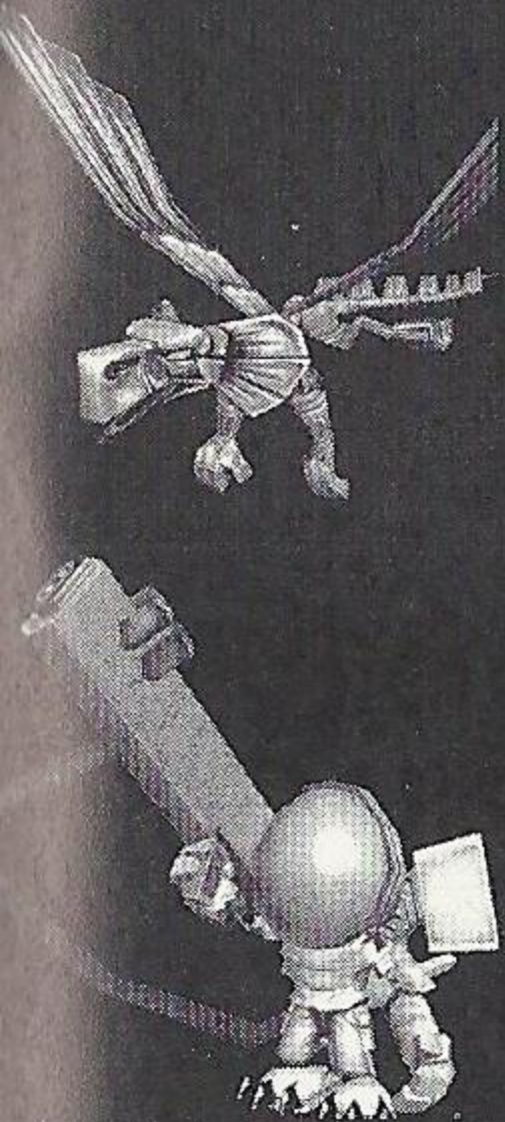
Within each level, there are gold tokens. Each level within a hub requires a certain number of gold tokens for access. If you haven't collected enough tokens to proceed to the next level, you must re-enter a previous level and collect any tokens you missed. If you do re-enter a level (either by choice or by kicking the bucket!), the Gold Tokens that you had previously collected will now be replaced by Silver Tokens (don't worry...the Gold Tokens you forgot to get will still be there!). Grab these Silver Tokens as you need them as they will supply you with some much-needed health.



FAMILY VALUES - BABIES AND BOSSES

Viggo has kidnapped the Fur Fighters families, and put them to work for his evil cause. All of their babies have been trapped around the levels, and it's your job to rescue them and send them safely back to the Village. But remember, they are all good little babies, and will only go home with the Fur Fighter that they are related to - so make sure you keep an eye on where those Telepoints are! You will need to have rescued a certain number of babies to challenge the boss in each Hub.

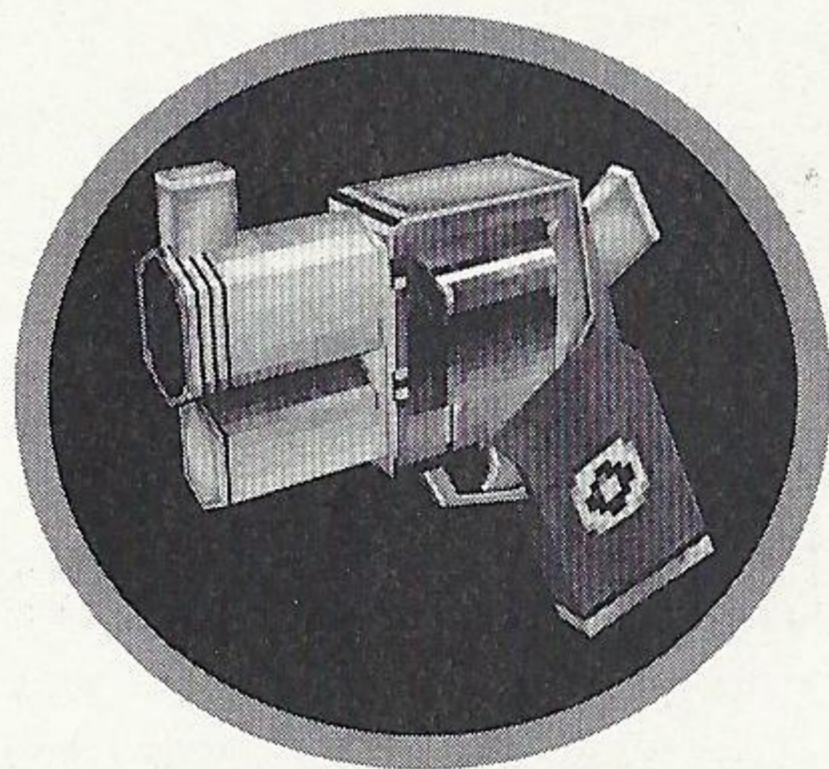
The bosses are the Fur Fighters' spouses (or in Tweek's case, mother) which have been genetically mutated by Viggo as part of his evil plans. Each Fur Fighter must battle his or her own relative to break their horrible spell. When their relative has been successfully released from this hideous enchantment, General Bristol will reward you with an item that you'll need to open up another hub.



WEAPONS

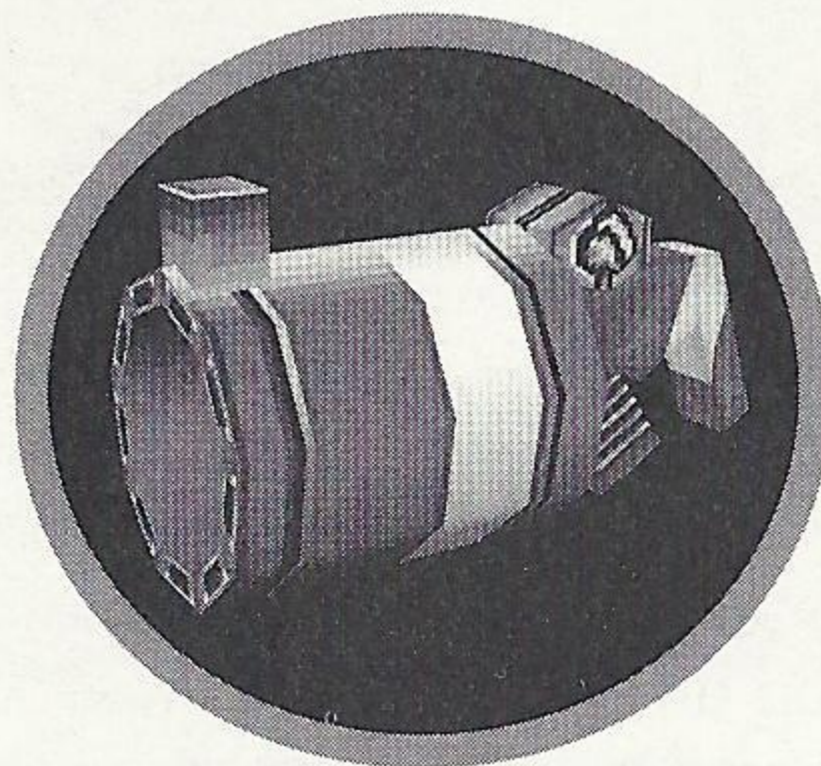
The Fur Fighters have a large arsenal of weaponry that expands as your quest progresses. Starting with just a pistol and a close range attack, your weapon collection enlarges to include shotguns, grenade launchers, rocket launchers, plasma weapons and many other devices of destruction.

Here are just a few of the weapons available to you on your quest:



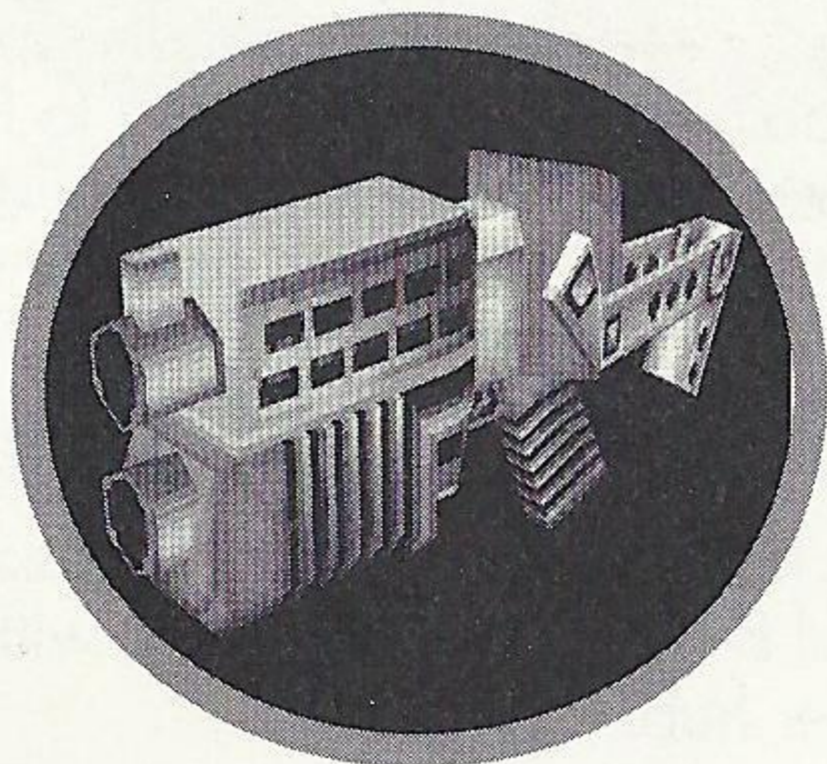
Pistol

You begin your quest with this basic Fur Fighter weapon.



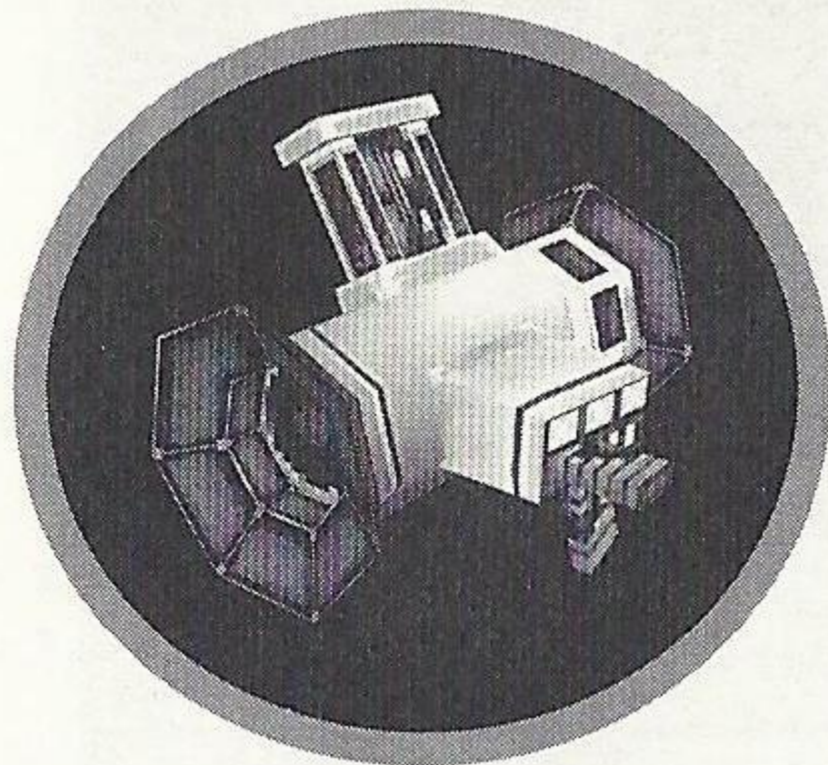
Bomb Launcher

The bouncing bombs blow up bewildered bears real good!



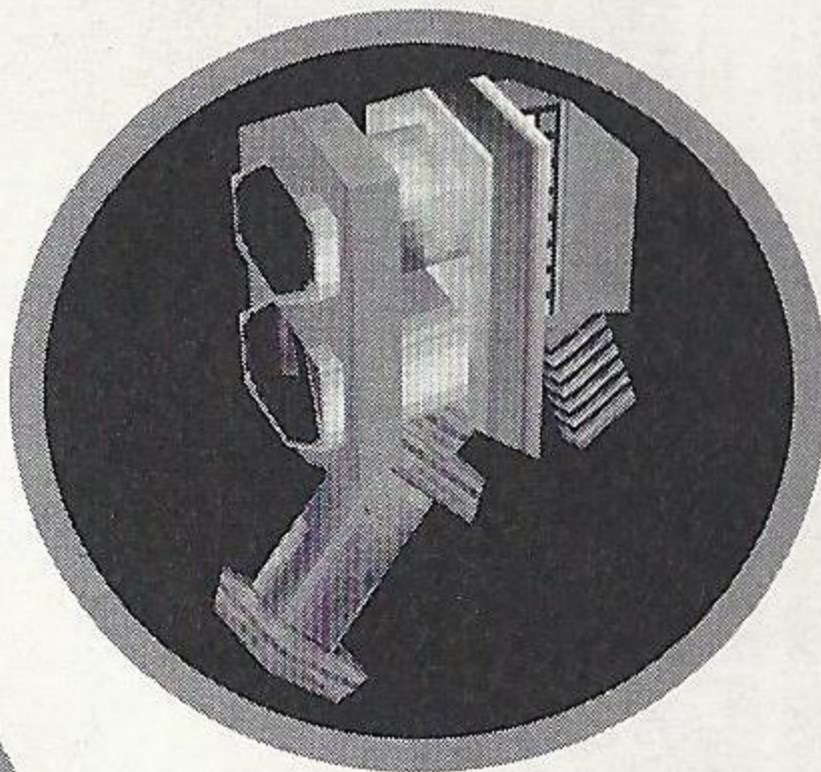
Shotgun

This is a short-range firearm. Best when used in close quarters.



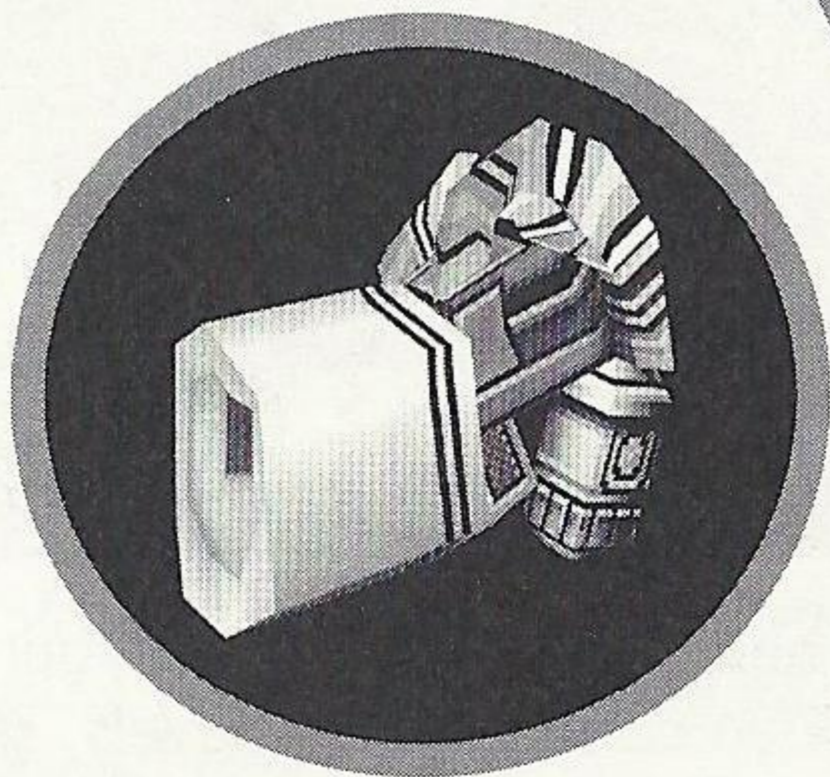
Rocket Launcher

Deadly in both short and long range situations. This weapon requires a sharp eye to be fully effective.



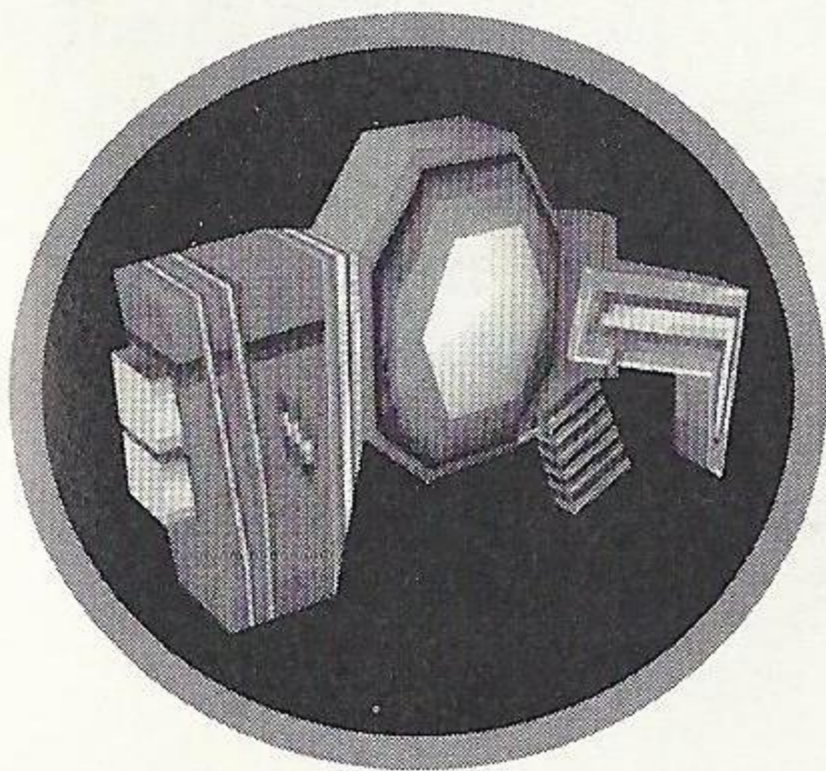
Freeze Gun

Only polar bears can withstand the shattering cold of this icy weapon of destruction.



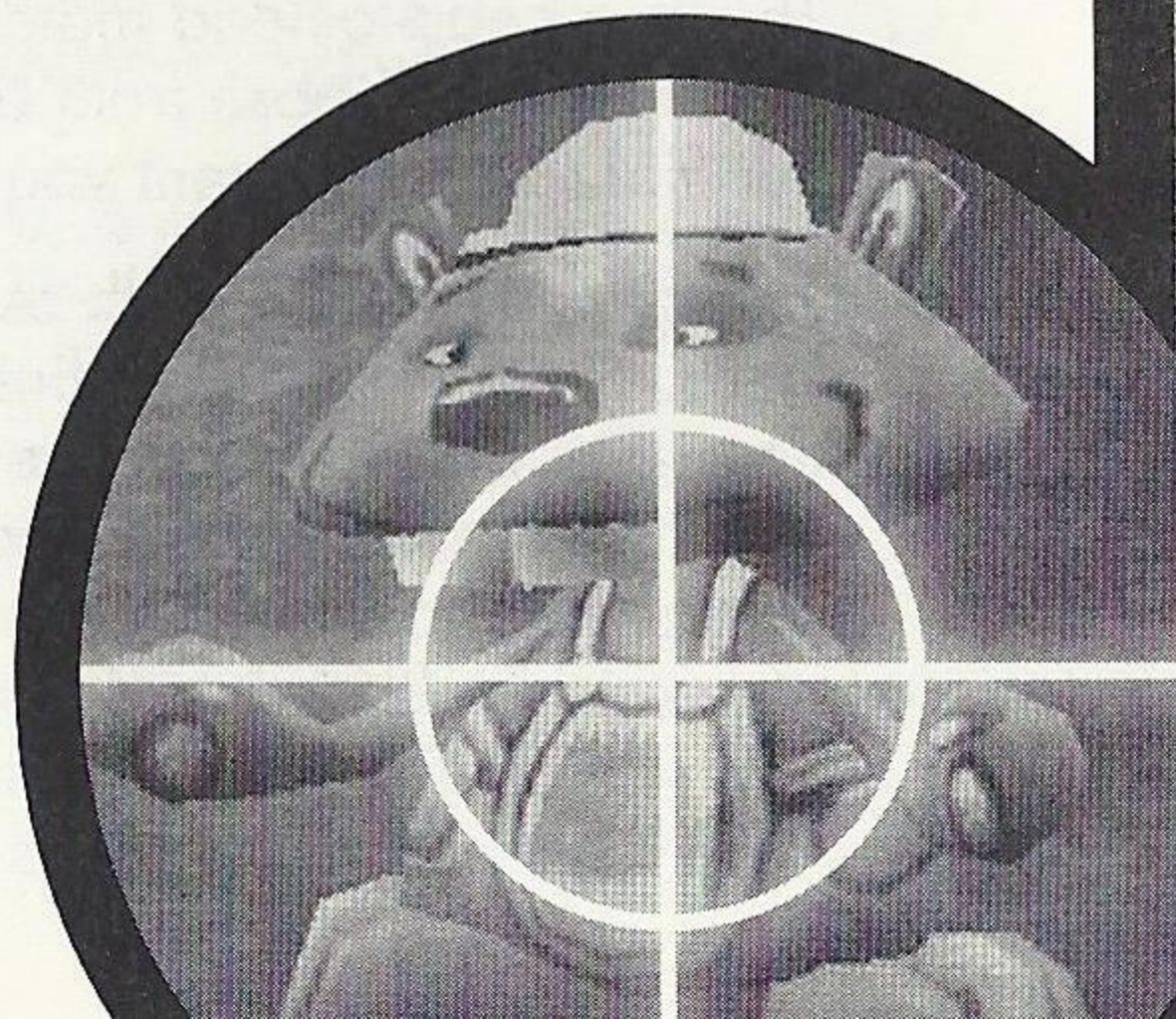
Plasma Blaster

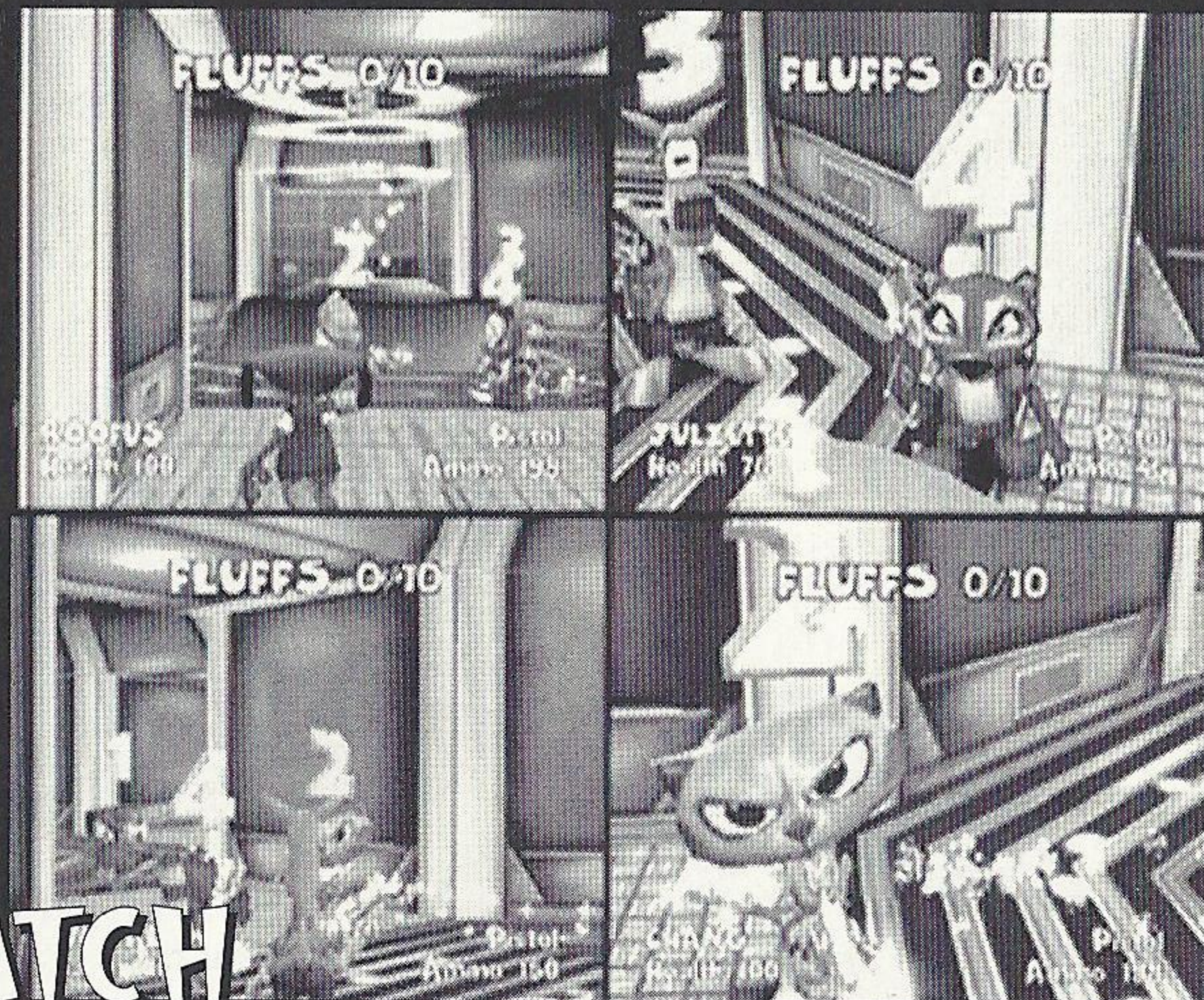
High intensity photon phluffing phor the whole phamily!



Neutron Gun

This short range weapon packs a nuclear punch. This technologically advanced tactical device is beyond the cranial capacity of your enemies.





FLUFFMATCH

This is a head-to-head match where you beat the stuffing out of your fellow Fur Fighters! Choose from among six unique combat arena levels, select a Fur Fighter to represent you and your opponent, and let the battle begin!

You can select the length of time the FluffMatch lasts for and the number of Fluffs. There is also an Infinity Option – with Unlimited Fluffs and Unlimited time – so you can play forever – or until the Electric Company cuts off your juice! Once the time runs out or the number of Fluffs is achieved, the results are shown on the results screen. In a Fluffmatch, you can choose to play using a first person perspective and to hide important display information (like your current weapon) on your VMU. If you don't have a VMU inserted, the option is not available.

HINTS & TIPS

General Tips, Advice & Gossip

- Remember, tokens give you health. Think strategically when picking them up.
- Explore the levels from floor to floor. Try everything possible; you'll find you can move and pick up objects you wouldn't expect to.
- Aren't you ever going to get out of those pajamas? And look at that hair!
- Try to get to a telepoint after completing a difficult puzzle so that your progress will be saved.
- The plush prizes "won" at carnivals are usually worth much less than the cost of play. You will do better simply throwing your money out the car window, or saving it for Fur Fighters II.
- Remember, the levels are linear: clear the puzzles in order from beginning to the end, and don't forget to go back to ones you haven't finished.
- Use all the characters to their fullest potential. Explore their different natures and skills.

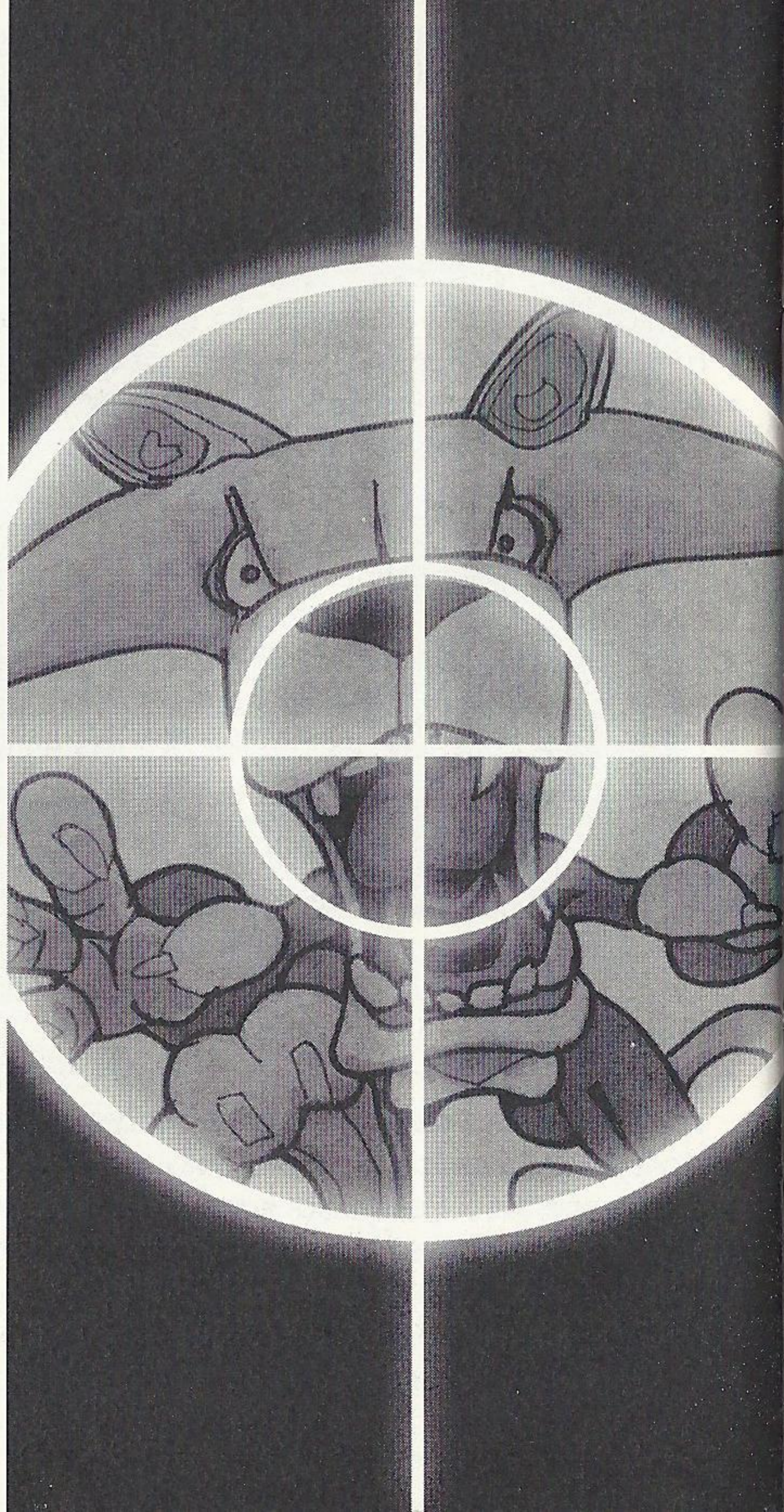
Fighting Tactics, Ammo, & Animals

- Conserve ammo.
- At long range, the pistol is a lot better than the machine gun.
- Try circle strafing around a stupid bear to really confuse him.
- Occasionally, you can make enemies shoot each other enough that they'll attack themselves and ignore you.
- The Fur Fighters may appear to be cuddly and cute, and by gosh, they are pretty special. In real life, however, armed pets are a bad idea. Keep all weapons safely stored out of reach of any animals.
- Some enemies won't attack unless you attack first, so try to take them out one by one.
- Attacking enemies from close range does more damage. Head shots do more damage, too.
- Your weapon can be used for more than just offing enemies; it's often the only way you can solve puzzles.

For the hottest hints and codes
on **ACCLAIM** Titles:

Please call **1-900-407-Tips(8477)**

The cost of the call is \$.95 per
minute. You must be 18 or have
parental permission and have a
touch-tone phone.



ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty—If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

Fur Fighters™ developed by Bizarre Creations, Ltd. © 2000 Bizarre Creations, Ltd. All Rights Reserved. Fur Fighters™ is a trademark of Acclaim Entertainment, Inc. Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. VANISHING POINT™ and Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Clockwork Games, Ltd. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

ESRB RATING

www.acclaim.com

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast and the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA®



VANISHING POINT™

EVERYONE

E

CONTENT RATED BY
ESRB

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast and the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

Acclaim

SEGA®